Radio Shack™
TRS-80
COLOR COMPUTER

CAT. NO.
26-3290

ANIMATED ADVENTURE
COLOR COMPUTER DISK SYSTEM

THE SANDS OF EGYPT

HOTEL de MECCA
CAIRO, EGYPT

September 30, 1893

Dearest Vicky,

After a perilous journey through the Sahara, I have at last located the Tomb of Ra. For fear of this correspondence falling into the wrong hands, the exact location of the treasure cannot be disclosed in this letter.

The expedition began in an orderly fashion. However, several days of digging in the extreme heat led to a series of disagreements among the team of archeologists. As the leader of the expedition, I attempted to maintain order but the other members refused to accept my helpful guidance. Being the author of nineteen critically acclaimed etiquette books, I was diligent in trying to teach the others proper digging methods and the proper way to keep their khakis starched.

However, they became increasingly disrespectful - refusing to starch their khakis and have high tea on schedule. As a result of their impudence, I was forced to remove some of their privileges.

The fifth evening, I grew weary of arguing and retired to my tent for the night. The next morning, I awoke to find that they had abandoned me in the middle of the desert with no water, shelter or slippers! It was highly irregular. Personally, I hope they were eaten by cobras and scorpions.

HOTEL de MECCA
CAIRO, EGYPT

Fortunately, while ransacking my tent, they overlooked my compass which was in the left pocket of my khakis. I always sleep in my khakis, which I consider proper behavior. Using my compass, I was able to overcome the unfavorable meteorological conditions, find the Tomb of Ra, make my way back to the Nile, and then have a brief respite in Cairo.

I am looking forward to returning to Oxford. The treasure has been claimed in the name of the Empire!

Respectfully yours,
Sir Percy
×××

Sir Percy Daughton Scarborough
% Hotel de Mecca
Cairo, Egypt

Her Royal Majesty Queen Victoria
Buckingham Palace
London, England

Introduction

Tandy Corporation presents this new adventure featuring animated color graphics. As you attempt to overcome the scorching elements of the desert, you will see the blue sky and moving clouds overhead, the towering cliffs, the ancient pyramids, and other objects along the way.

The object of the game is to find the treasure in as few moves as possible and escape as Sir Percy did in 1893. You can claim the treasure in the name of your homeland, or if you prefer, harbor the secrets of the desert for your own profit. The papyrus in your hands is a gift from those that know the secrets of the ancient tomb.

Required Equipment

To start this adventure, you need the following:

- A TRS-80 Color Computer with a minimum of 16K memory and Extended Color BASIC.
- A Color Computer Disk Drive with Controller and Cable (26-3022).
- Optional map-making equipment (paper and pencil).

Note: Two Program diskettes of The Sands of Egypt are included in this package. Neither of these diskettes responds to backup procedures. Attempts to backup these diskettes could result in damage to the program.

Setting Up

1. Make sure that the disk system is properly connected to the computer. Consult your Owners Manual for instructions.

2. Turn on the TV, Computer, and Disk Drive.

The screen should show:

```
DISK EXTENDED COLOR BASIC v.r.
COPYRIGHT (C) 198x BY TANDY
UNDER LICENSE FROM MICROSOFT

OK
```

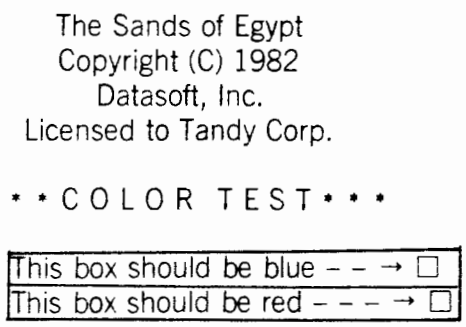
(v.r. stands for version release and specifies which version of Disk Extended Color BASIC you have.)

If you do not see this copyright message, turn off the computer, check your connections, and power up again.

3. To load the program, insert The Sands of Egypt Program diskette into the Disk Drive and close the drive door.

4. If you have Disk Extended Color BASIC 1.1, type [D][O][S][ENTER]. If you have Disk Extended Color BASIC 1.0, type [R][U][N][*] [E][G][Y][P][T][*][ENTER].

After the program loads, the screen shows:



Check the boxes shown and if the colors are correct, press (ENTER) to begin your adventure.

If the colors are reversed, press the RESET button at the rear of the computer until the colors are correct. Then, press (ENTER) and the screen shows the game's title, followed by your position in the desert.

The screen is divided into two parts. The upper half contains a picture of your current location. The bottom half contains an explanation of your situation. At the starting point, you are lost in the desert and you see sand. At any given point in the game you should read the descriptions and also watch the visual display at the upper portion of the screen. Your compass directional choices (lower right on the screen) are North, East, South, and West.

The cursor is to the right of Well?--waiting for you to enter a response.

Choosing Directions

There are six possible directions: North, East, South, West, Up, or Down. Not all of these directions are possible all of the time. The compass tells you the directions you can go. Consult it each time you change positions to find out which directions are permissible.

For your choice, you can type the first letter of the direction and then press (ENTER). For example, to go North, type (N)(ENTER). Or, if you dislike abbreviations, you can type (G)(O), the direction and press (ENTER). For example, (G)(O)( )(S)(O)(U)(T)(H)(ENTER).

Note: The program also responds to lowercase characters. Press (SHIFT)(Ø) and you can type in lowercase. Press (SHIFT)(Ø) to return to uppercase.

Using Commands

The ancient prophet and architect of the Tomb of Ra, Au Tin Lis Ten once said, "To survive in the desert, one must not let HELP escape him."

This adventure has an extensive vocabulary. It may take some experimentation to discover the correct command to use in certain situations.

Often you must enter a command consisting of a verb and a noun. Insert a space between each command word. There are times when the verb and noun command is followed by another question such as, How? In this case, you must answer the subsequent question with a two-word command.

The computer only reads the first four letters of each word you type. Therefore, typing the first four letters of each word of a command suffices.

Obtaining Objects

You will encounter various objects along the way. Some are useful and some are not. To determine which objects you are carrying at any given moment, take an inventory by typing I N V E ENTER.

You are told when you are thirsty. Throughout this adventure, you will need to take "water" breaks.

Making a Map

To avoid wandering in circles, you might want to make a map. When making a map, always remember that the desert is a very deceptive place. Make notes of the surroundings for each move you make. Eventually, you should end up going the right way.

Scoring

Your score consists of the number of moves you make. An Inventory or a typographical error is not added as a "move." After you complete the adventure, you are told your score.

During the game, you can type S C O R E ENTER to evaluate your current score. Asking for this does not change your score.

Saving Games

You can save up to nine games on one diskette. Save a game in progress by using the following steps:

1. Type (S)(A)(V)(E)(ENTER).

2. Enter a number from one to nine.

Then, either leave the computer on, or remove the diskette and turn the equipment off.

Note: You cannot save a game if the diskette is Write Protected.

Quitting

To leave you in a very optimistic mood, we'll discuss your alternatives when you quit. You can quit, leave the computer on, and immediately start a new game. Or, you can exit the program and turn the equipment off.

When you type (Q)(U)(I)(T)(ENTER), you are asked:

Are you sure you want to quit?

Type (N)(ENTER) and you can resume playing the same game. Type (Y)(ENTER) and you are asked:

Care to try again?

Type (Y)(ENTER) to start a new session. Type (N)(ENTER) to exit the program. After exiting the program, make sure that you remove The Sands of Egypt diskette from the Disk Drive before turning the equipment off.

Reloading a Saved Game

Because of the options you have when quitting, there are two possible methods of reloading a saved game.

1. If you did not exit the program after saving the game:

   Type (L)(O)(A)(D)(ENTER).

   Enter the number of the saved game you wish to reload. The program should reload and be at the point at which you saved that game.

2. If you exited the program after saving a game:

   Reload the game as explained in steps 3 and 4 of "Setting Up" on page 2.

   Type (L)(O)(A)(D)(ENTER).

   Enter the number of the saved game you wish to reload. The program should reload and be at the point at which you saved that game.

To become an accomplished adventurer, use observation, imagination, and common sense.

Cheerio!